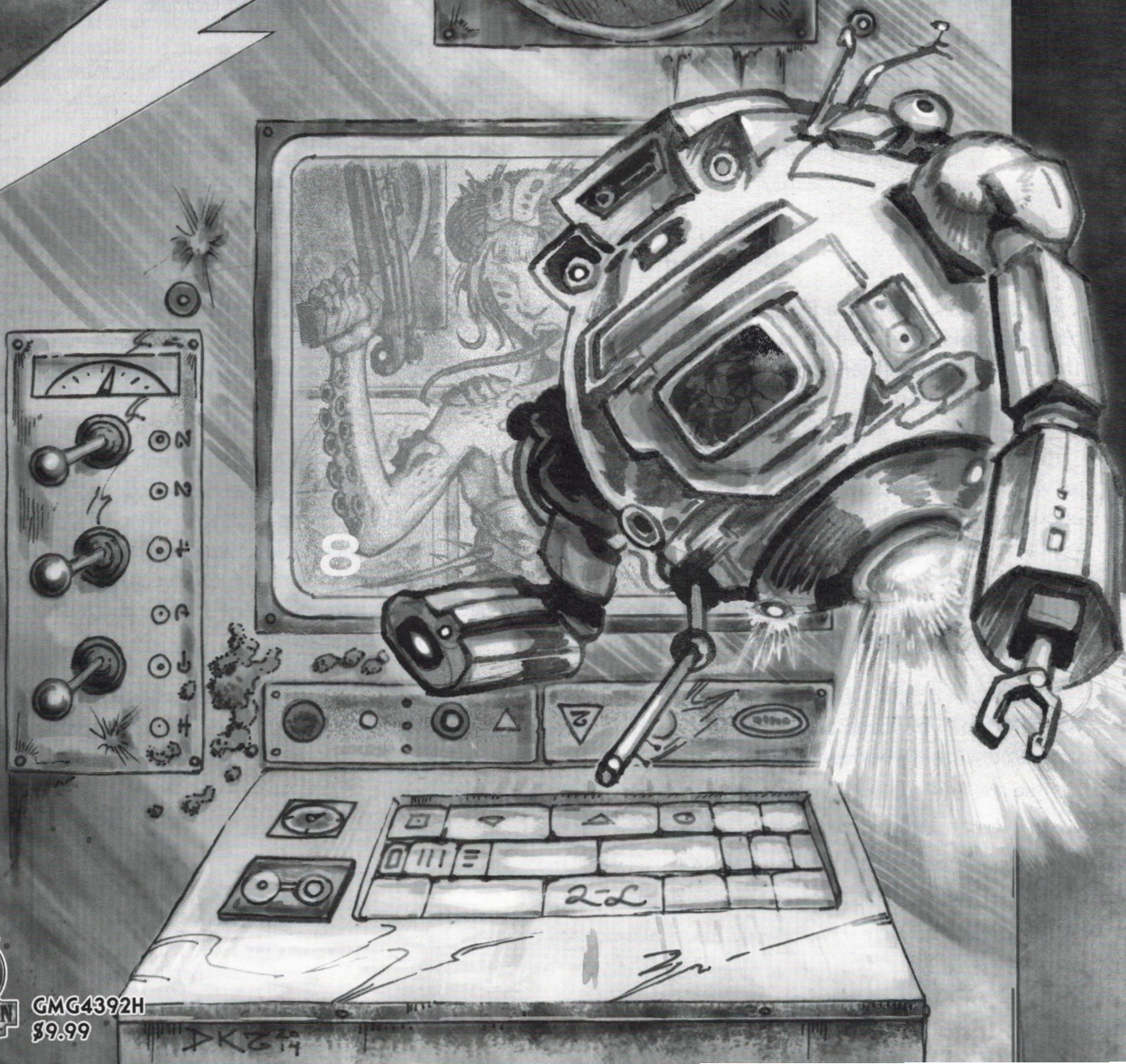


THE WARDEN ARMORY

A Sourcebook
By James M. Ward

METAMORPHOSIS
ALPHA



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METAMORPHOSIS ALPHA

THE WARDEN ARMORY

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WHY OWN THIS BOOK?

This is a work of science fiction. The premise is that several cargo holds were filled with useful equipment for a planetary colonization effort, but unknown to the colonists, another hold was filled with powerful military weapons. The military commanders of the colonization starship Warden were the only ones who knew where this special cache was located.

This book is intended to stimulate adventures and quests to find and use all of this equipment. It doesn't matter what set of role-playing rules are used. Just trying to figure out how to use all of the interesting equipment is enough reason to play with this booklet. However, imagine the fun when a group of crazed mutants starts attacking using powerful suits of armor making them stronger and able to leap incredible distances. Player characters will want to find equipment like that for themselves. Such an effort instantly spawns a fun adventure quest. Or strange robots in the shapes of dogs and giant snakes start attacking your town. You need to find out where they come from before they inflict any more damage – the trail leads *that* way.

The booklet contains countless adventure possibilities. Whether your characters are primitive tribesmen on the Warden or newly woken soldiers in cold sleep for three hundred years, the Game Master will find this a perfect supplement for high adventure.

James M. Ward,
The Summer of 2014

INTRODUCTION

Open for anyone to find in the storage areas of the colonization starship Warden is a huge cache of weapons and armor for the security teams and colonization crew to use when the ship reaches the planet and colonization begins.

In these storage caches were 500 of every kind of device. Alongside those devices were stockpiles of appropriate ammunition, power cells, or various types of rockets for various types of launchers.

Naturally, when the military became involved in the operation of the ship, a secret military cache, found in none of the records of the ship, was arranged. Only the three top commanders of the military crew knew where these very special weapons and armor systems were stored on the ship. This booklet seeks to cover these two caches of equipment.

For your personal storyline, it is easy to suppose certain ship tribes or factions got through the intense security of one of the caches and found equipment they have now figured out. Or just trying to get into one of the security areas has become an advanced quest for your player characters. Success on such a quest supplies the faction with heavy weapons systems to be puzzled over.

In any science fiction game, this set of two caches can provide endless hours of gaming fun and at the end, a successful quest means the player group is now very well armed against danger, or fully equipped to destroy themselves.

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These charts come from the first METAMORPHOSIS ALPHA rules book. They help define the use and effectiveness of each item with a rating.

Weapon Class helps define how well a weapon strikes a target. The more technologically advanced an item is the better it strikes a target. Armor Class helps define how durable and resistant to blows an item is. The larger the number the easier it is to strike with any type of blow.

Item Complexity Rating is how difficult it is for any type of character to figure out a device. The lower the number, the more complex and difficult it is to figure out.

Devices marked with a "*" are from the original rules booklet, but might have been changed and updated.

Weapon Class

Type of Weapon
1 Bows, Blow Tubes
2 Crossbows, Hatchets, Spears
3 Swords, Daggers, & Bludgeon types
4 Paralysis Dart Ejector
5 Gas Pellet & Slug Projector
6 Laser Pistol
7 Disruptor Pistol "Metal"
8 Disruptor Pistol "Protein"

Armor Type

Armor Class

No armor and no shield	8
Heavy Fur or Skins	7
Shield of nonmetal substance or Partial Carapace	6
Cured Hide or Plant Fiber armor	5
Cured Hide or Plant Fiber armor & shield	4
Thin Metal armor or Full Carapace	3
Thin Metal armor & shield	2
Duralloy Shield or Power Armor of all types	1

Item Complexity Rating

1 - Most complex items with programming and many operations
2 - Complex items with several dials, levers, and buttons
3 - Space suits and things with internal and external operating systems
4 - Devices with lots of operations to function the best
5 - Devices with several levers and buttons to work properly
6 - Units with a power system and several dials to work properly
7 - Units with two or three things to do to operate it properly
8 - Unit with a switch and a dial to operate properly
9 - Simple things with a power source to be activated
10 - Simple things with no moving parts

SECRET MILITARY ARMORY CACHE

Entering the secret armory cache is an adventure all in itself. Originally, the proper military personnel would come in with a red/green military armband. They would enter the proper verbal code and the hidden gateway would open into the cache. At the entrance, a group of military bots would require a new code word to let the personnel pass into the cache area. Each and every section of the cache is closed off and trapped with different types of traps and requires the pressing of codes into each of the cache cubes.

NOW ON THE WARDEN, after centuries there is a large pile of bones in front of the first hidden military gateway. There are also masses of withered body parts in the second section of the cache. In front of several of the more powerful weapon cubes are the bodies of mutants, some of them only days old. Special repair and clean up units are tasked with rebuilding the sections of the cache that are ruined by mutants and other creatures trying to get into the caches of military grade devices. The three military leaders are spaced out on 3 levels on the Warden, still in their stasis chambers; each knows exactly where the military cache is hidden on Level 16.

Each of these military weapons and pieces of equipment is packed in crates containing up to 500 units stored in vacuum packing along with whatever munitions or power packs necessary for the weapons.

MILITARY WEAPONS

BIO-HEAVY GRENADE

Ranges: Thrown

Magazine Quantity: 1

Damage: Special leading to death

Power System: Internal

ICR: 2 **WC:** 7

Description: The unit is slightly larger than a human male fist. The unit is able to set the blast radius of a sphere from 1 yard to 30 yards. The unit is thrown for distance.

If the blast touches flesh or the victim breathes in the bio-materials, the bioform instantly attacks the central nervous system. If the victim can't resist the effects in the first two minutes they are paralyzed. In paralysis they live five more minutes and then die.

BIO-HEAVY PISTOL

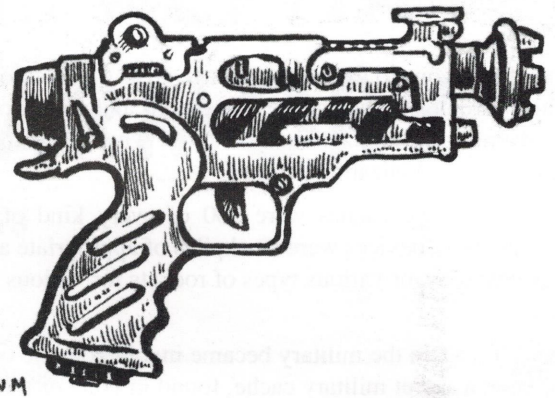
Ranges: S/1-10 yds. M/11-22 yds. L/23-50 yds.

Magazine Quantity: 4 blasts

Damage: Special leading to death

Power System: Hydrogen Energy Cell

ICR: 2 **WC:** 7



Description: The unit is six inches by four inches, with a pistol grip. The unit is able to set the blast radius of a sphere from 1 yard to 30 yards. The unit is able to set the distance from one yard to 50 yards and it explodes 10 feet in the air above any surface. The unit is able to laser-target a form and cause the blast to explode just over the lasered target.

If the blast touches flesh or the victim breathes in the bio-materials, the bioform instantly attacks the central nervous system. If the victim can't resist the effects in the first two minutes they are paralyzed. In paralysis they live five more minutes and then die.

BIO-HEAVY RIFLE

Ranges: S/1-50 yds. M/51-250 yds. L/251-1,500 yds.

Magazine Quantity: 2 blasts

Damage: Special leading to death

Power System: Atomic energy Cell

ICR: 2 **WC:** 7

Description: The unit is four feet long and three feet wide and requires massive strength from one user to fire correctly. The unit is able to set the blast radius of a sphere from 1 yard to 30 yards. The unit is able to set the distance from one yard to 900 yards and it explodes 10 feet in the air above any surface. The unit is able to laser-target a form and cause the blast to explode just over the lasered target.

If the blast touches flesh or the victim breathes in the bio-materials, the bioform instantly attacks the central nervous system. If the victim can't resist the effects in the first two minutes they are paralyzed. In paralysis they live five more minutes and then die.

BIO-HEAVY THROWER

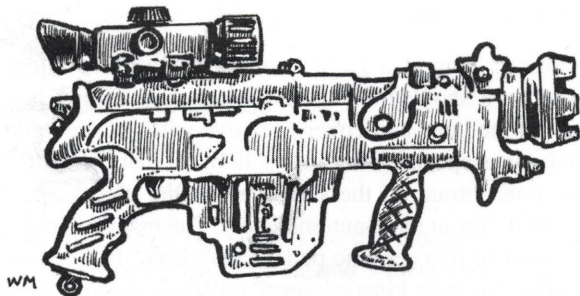
Ranges: S/1-50 yds. M/51-150 yds. L/151-900 yds.

Magazine Quantity: 5 blasts

Damage: Special leading to death

Power System: Atomic energy Cell

ICR: 2 **WC:** 7



Description: The unit is four feet long and three feet wide and requires massive strength from one user to fire correctly. The unit is able to set the blast radius of a sphere from 1 yard to 30 yards. The unit is able to set the distance from one yard to 900 yards and it explodes 10 feet in the air above any surface. The unit is able to laser target a form and cause the blast to explode just over the lasered target.

If the blast touches flesh or the victim breathes in the bio-materials, the bioform instantly attacks the central nervous system. If the victim can't resist the effects in the first two minutes they are paralyzed. In paralysis, they live five more minutes and then die.

GAMMA ARTILLERY

Ranges: S/10-250 yards. M/251-3,000 yds. L/3,001-35,000 yds.

Magazine Quantity: 1 shell

Damage: Intensity 10 radiation sphere with a 20 minute half-life

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The unit is three feet tall and two feet wide. A single round is fired at a time. Controls on the system mark distance down range for the target. The radiation sphere is 20 yards in diameter. The Gamma Artillery system comes stocked with two adult male radiation suits and ten pairs of radiation shell handling gloves. The artillery comes standard with ten anti-radiation serum shots.

The radiation half life diminishes its diameter of effect every 20 minutes. The 10 yards reduces to 5 yards after ten minutes. In ten more minutes the radius is 2 ½ yards. After 60 minutes all of the harmful effects of the radiation are reduced to nothing. Shells are stored in a specially prepared radiation proof magazine of 10 shells attached to the artillery carriage.

GAMMA BLASTER

Ranges: S/1-20 yards. M/21-40 yds. L/41-75 yds.

Magazine Quantity: 9 shells

Damage: Intensity 12 radiation sphere with a 10 minute half-life

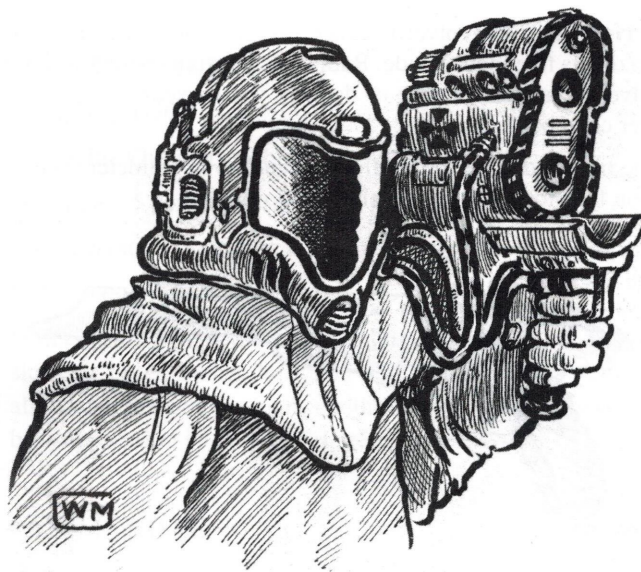
Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The blaster is one foot long and two foot tall and usually mounted on the shoulder of the user. There is a firing helm that goes with the unit and controls what the blaster shoots at during combat. The blaster can be programmed to fire at tar-

gets without the wearer controlling the blast. The blaster comes with a pair of radiation shell handling gloves. Two radiation proof magazine holders store 18 more shells.

The radiation sphere is one yard in diameter. The sphere's diameter reduces to half (1/2 a yard) after 10 minutes and diminishes to nothing after 30 minutes.



GAMMA GRENADE

Ranges: Thrown

Magazine Quantity: 1

Damage: Intensity 15 radiation sphere with a 5 minute half-life

Power System: Self-contained Grenade

ICR: 2 **WC:** 7

Description: The unit silently releases a blast of intensity 15 mist in a 30 yard diameter sphere from the ignition point. Every five minutes, the diameter of the effect halves.

GAMMA MORTAR

Ranges: S/50-150 yards. M/151-1,000 yds. L/1,001-25,000 yds.

Magazine Quantity: 1

Damage: Intensity 15 Radiation sphere with 10 minute half-life

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The tripod tube fires a single radiation round at a time. The tube is four feet long and a foot wide. Controls on the system mark distance down range for the target. The radiation sphere is 10 yards in diameter. The gamma mortar system comes stocked with two adult male radiation suits and ten pairs of radiation shell handling gloves. The mortar comes standard with ten anti-radiation serum shots.

The radiation half life diminishes half of the diameter of its effect every 10 minutes. The 10 yards reduces to 5 yards after ten minutes. In ten more minutes the radius is 2 ½ yards. After 60 minutes all of the harmful effects of the radiation are reduced to nothing. Shells are stored in a specially prepared radiation proof magazine of 20 shells attached to the mortar carriage.

GAMMA REVOLVER

Ranges: S/1-30 yards. M/31-50 yds. L/51-150 yds.

Magazine Quantity: 4 shells

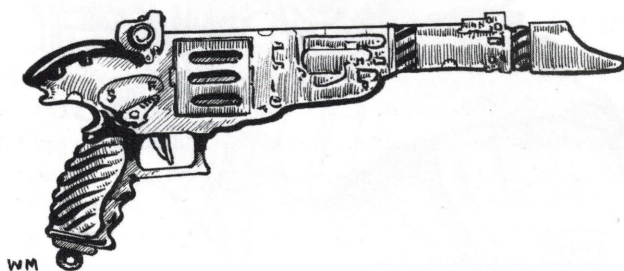
Damage: Intensity 15 radiation sphere with a 5 minute half-life

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The revolver is a foot long and the 4-shell revolver magazine is five inches wide. Radiation gloves provided with the revolver negate the chance of damage when exchanging out revolver chamber magazines.

The blast radius of the shell is two inches in diameter. The radiation falls to negligible levels after 5 minutes.



GAMMA RIFLE

Ranges: S/1-100 yards. M/101-900 yds. L/901-3,000 yds.

Magazine Quantity: 4 shells

Damage: Intensity 13 radiation sphere with a 5 minute half-life

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The gamma rifle is a three feet long oval with special aiming sights. Radiation gloves negate the danger of radiation damage when exchanging out revolver chamber magazines.

The blast radius of the shell is one foot in diameter. After five minutes, the radiation dissipates.

KINETIC GRENADE

Ranges: S/1-10 yards. M/10-12 yds. L/13-16 yds.

Magazine Quantity: 1

Damage: 75 points

Power System: Internal

ICR: 2 **WC:** 7

Description: This fist-sized grenade explodes outward in a small 360 degree area with a 10 yard tall blast sphere. The damage is physical damage inflicting puncture wounds.

KINETIC HEAVY THROWER

Ranges: S/1-20 yds. M/21-40 yds. L/41-90 yds.

Magazine Quantity: 20 pellet blasts

Damage: 50 points per blast

Power System: 2 hydrogen cells for 40 shots

ICR: 2 **WC:** 7

Description: This is a large barreled weapon, two feet long, mounted on a shoulder. There is an attached aiming helm that mounts on the head and covers one eye with an aiming system. The unit takes special firing instructions so that the user doesn't need to concentrate on the shot. The wearer can define targets and the unit fires at them automatically. The magnetic rail system throws a set of five ceramic pellets at a target. The pellets move so quickly that their kinetic energy inflicts a massive amount of damage.

KINETIC PISTOL THROWER

Ranges: S/1-10 yds. M/11-19 yds. L/20-60 yds.

Magazine Quantity: 5 pellet blasts

Damage: 20 points per blast

Power System: 1 hydrogen cell for 20 shots

ICR: 2 **WC:** 7

Description: It's a small oval unit that easily fits in an adult male hand at six inches long and 3 wide. There is a special strip on the side of the weapon that lets the unit cling to anything the strip is pressed to with any firmness.

KINETIC RIFLE THROWER

Ranges: S/1-40 yds. M/41-100 yds. L/101-2,000 yds.

Magazine Quantity: 10 pellet blasts

Damage: 30 points per blast

Power System: 2 hydrogen cells for 60 shots

ICR: 2 **WC:** 7

Description: Three feet long, with a tripod attachment, this unit is meant for long range fire at any type of armor. The magnetic rail system throws a single ceramic pellet at a target. The pellet moves so fast that its kinetic energy inflicts a massive amount of damage. Three shots in any adjacent area of armor can blast through any thickness of armor.

PLASMA ARTILLERY

Ranges: S/100-300 yards. M/301-5,000 yds. L/5,001-20,000 yds.

Magazine Quantity: 5 shells

Damage: 500 points per shell

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The unit is four feet long and three high with a case of ten magazines at the rear of the unit. The tripod is fitted with an anti-gravity unit. Controls on the artillery piece act on blast radius, range, and timing. The shell explodes in a specified radius and disintegrating energy spreads out. If the energy effect is large enough it disintegrates all objects in the radius. A plasma artillery shell inflicts 500 hit points of damage in an area.

PLASMA BLASTER

Ranges: S/1-30 yards. M/31-40 yds. L/41-55 yds.

Magazine Quantity: 5 shots

Damage: 200 points per shell

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The unit is attached to the shoulder of the trooper. The firing device is two feet long and 9 inches wide. There is an aiming monacle that allows the trooper to program the blaster to fire at specific targets as they come in range without the direction of the controller. Systems on the blaster control the size of the blast radius, range, and timing of the explosion. The shell explodes spreading disintegrating energy. If the energy effect is large enough the blast disintegrates all objects in the radius.



PLASMA GRENADE

Ranges: thrown

Magazine Quantity: 1

Damage: 40 points in a 10 yard diameter sphere

Power System: Self-contained plasma

ICR: 2 **WC:** 7

Description: The plasma grenade is streamlined for extra distance when thrown. Each carton of 500 comes with 5 throwing handles doubling the range an adult could normally throw the weapon.

PLASMA MORTAR

Ranges: S/50-200 yards. M/201-900 yds. L/901-30,000 yds.

Magazine Quantity: 1 shell

Damage: Special

Power System: Self-contained shell

ICR: 2 **WC:** 7

Description: The mortar is a throwaway tube (used once and never reloaded) with a special tripod base. Controls on the tripod act on blast radius, range, and timing. The shell explodes in a

specified radius and disintegrating energy spreads out. If the energy effect is large enough it disintegrates all objects in the radius. A Plasma Mortar shell inflicts 1,000 hit points of damage in an area. If an object in that area has more than 1,000 hit points in its structure it turns black from the blast, but does not take damage. If a bird with 30 hit points was in the blast radius it would vanish from the destruction.

PLASMA PISTOL

Ranges: S/1-30 yards. M/31-55 yds. L/56-75 yds.

Magazine Quantity: 8 blasts

Damage: 85 points per shell

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: The revolver has 8 large chambers for the plasma slugs. It is ten inches long and five inches wide. A laser sight allows for accuracy in dark conditions. The device is set up for bio-suppression so only one rigged trooper can fire the weapon.

PLASMA RIFLE

Ranges: S/1-75 yards. M/76-350 yds. L/351-2,000 yds.

Magazine Quantity: 5 shots

Damage: 100 points per shell

Power System: Self-contained Shell

ICR: 2 **WC:** 7

Description: A four feet long rifle, the unit comes with special aiming sights and a sound suppressor system. The unit has a tripod. The device is set up for bio-suppressing so only one rigged trooper can fire the weapon.

MILITARY ARMOR

LIGHT MOBILE SCOUT ARMOR

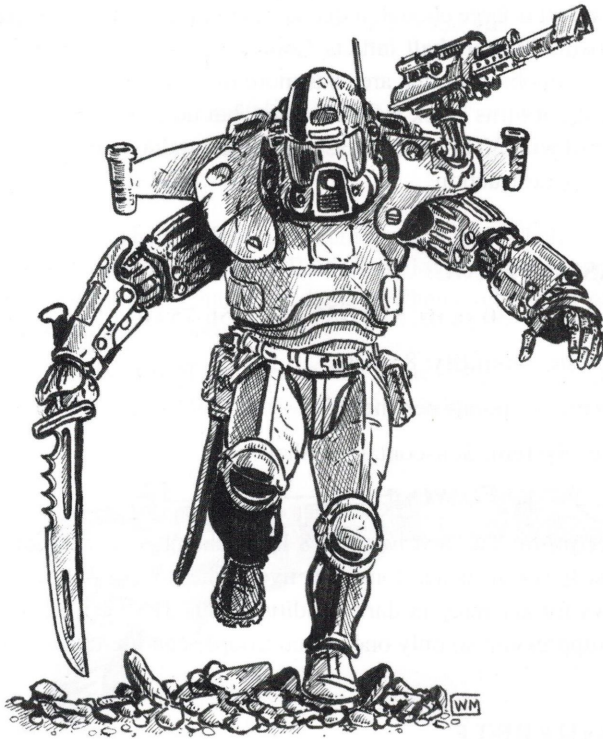
Armor: Takes 150 hit points before beginning to lose system integrity.

Damage: Depends on the weapon system

Power System: 2 Atomic Energy systems for 72 hours of operation

ICR: 1 **WC:** 7 **Armor Class:** 1

Description: The unit is a suit of armor that completely encloses a body between the height of 5 foot 6 and six foot 6. The camouflage systems of the armor match the near surroundings unless the unit is flying. In flight mode the suit matches the sky above the system. A single large weapon system is mounted on the suit with extra ammunition. Otherwise, the suit doubles the strength of the wearer and doubles all the senses of the wearer. A communication system keeps the scout in contact with a headquarters unit.



MEDIUM MOBILE DEFENSE ARMOR

Armor: Takes 350 hit points before beginning to lose system integrity.

Damage: Usually the unit mounts two plasma blasters with two magazines for the weapon systems

Power System: Broadcast power or 3 Atomic energy cells

ICR: 1 **WC:** 8 **Armor Class:** 1

Description: An enclosed system of armor designed for deep sea and outer space operations. The system quadruples the strength of the wearer. The unit also vastly increases the senses of the wearer. There is a wide variance in how much the senses are increased depending on the skills of the wearer. Holographic skin also allows the unit to blend in anywhere. The suit can fly at three times the speed of sound in atmosphere and triple that in the vacuum of space.

HEAVY MOBILE ATTACK ARMOR

Armor: Takes 1,000 hit points before beginning to lose system integrity.

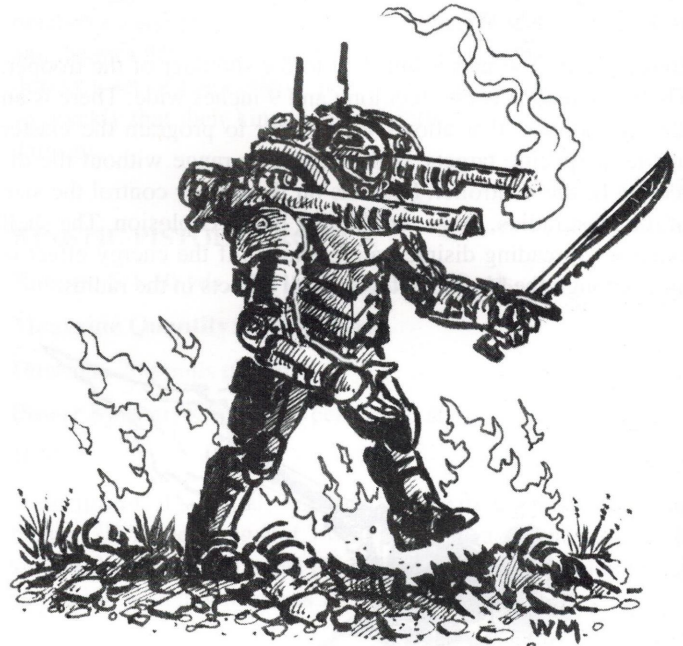
Damage: The unit is usually mounted with rail guns and 1,000 slugs of ammunition in a specially designed backpack that doubles as a shield for the back of the unit.

Power System: Broadcast power or 4 Atomic energy cells

ICR: 1 **WC:** 8 **Armor Class:** 1

Description: This nine foot tall enclosed unit is not affected by radiation or plasma in any intensity. The unit is made to go into heavily contested areas. There are complex computer systems that allow the wearer to do more than one thing simultaneously.

After the armor takes severe damage, it is capable of intelligently pulling itself out of battle and retreating to a repair outpost without the guidance of its operator. The rail guns have a short range of 1-250 yards, medium of 251-1,000 yards, and long range of 1,001-3,000 yards, and do 100 points of damage.



BOTS AND DRONES

FLYING ATTACK DRONE

Range: The drone can fly up to 500 miles away from its control unit and still respond to commands.

Damage: Most attack drones are fitted with 10 military grade missiles inflicting 500 hit points of damage in a 30-yard diameter sphere.

Power System: This drone uses broadcast energy but can also function for 12 hours on a single atomic energy cell.

ICR: 2 **WC:** 7 **Armor Class:** 4

Description: The drone is an airfoil five feet long and six feet wide with a computer monitor. It is propelled on an air thrust system with anti-grav units. The drone's operation is whisper quiet. It takes 60 hit points before losing control and communication systems.

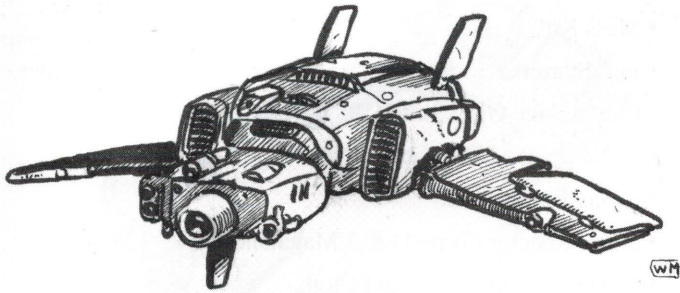
FLYING SCOUT DRONE

Range: The drone can fly up to 10,000 miles.

Power System: The unit uses broadcast power and also has a solar collection unit good for ten hours of operation.

ICR: 2 **WC:** 7 **Armor Class:** 4

Description: The unit is three feet long and wide with camouflage systems allowing it to become completely invisible in all color spectrums. It is too small and light to be fitted with weapons systems, and has 20 hp.



FLYING SECURITY DRONE

Armor: The unit takes 40 hit points in damage before losing control and communication systems

Range: The drone can fly up to 5,000 miles.

Damage: 1,000 point explosion (30 yard diameter) and EMP blast designed to take out electrical systems.

Power System: 2 Atomic energy cells.

ICR: 2 **WC:** None **Armor Class:** 3

Description: This unit is two feet by three feet and designed to find a particular target in a target rich environment. Using the most up-to-date detection and sensor systems the drone flies to the target and explodes at the control of a system controller many miles away. It has 40 hp.

While searching for a specific target, the sensor systems sends back data on the areas the drone flies above.

MOBILE EXPLOSIVE BOT, BLACK

Damage: 1,000 points at a controlled angle

Power System: Atomic energy cell

ICR: 2 **WC:** 7 **Armor Class:** 1

Description: Using anti-grav systems, the three feet in diameter sphere floats up to ten feet in the air. A hand controller guides the bot to a target and orders it to explode. The bot's outer shell



is armored to take up to 100 points of damage before becoming useless. The bot has advanced computing systems and complex sensors allowing use at night or in outer space.

MOBILE EXPLOSIVE BOT, RED

Damage: 40 points at a controlled angle

Power System: Two hydrogen power cells

ICR: 2 **WC:** 7 **Armor Class:** 1

Description: This red box is a one-foot cube with special terrain tires. The unit can be verbally targeted and aimed or a hand controller is available. The explosion is angled toward the given target to inflict maximum damage. This bot has 20 hit points.

MOBILE EXPLOSIVE BOT, WHITE

Damage: 100 hit points at a controlled angle

Power System: Atomic energy cell

ICR: 2 **WC:** 7 **Armor Class:** 1

Description: This three foot tall, two feet wide rectangle floats up to one foot above the surface of the ground. It uses computer systems and voice targeted systems to explode. The explosion is angled toward the given target to inflict maximum damage. The unit comes with a hand control device. This bot has 20 hit points.

MILITARY VEHICLES

MISSILE ATTACK CHOPPER

Armor: The unit takes 400 hit points in damage before losing control and communication systems.

Damage: The chopper features modular weapons turrets and may be fitted with a wide range of attack weapon systems..

Power System: The unit uses broadcast power and has 8 atomic energy cells for 12 constant hours of operation.

ICR: 1 **WC:** 8 **Armor Class:** 3

Description: The attack chopper is crewed by a fire controller and a pilot. The sensor package normally fires missile systems. Rail gun weapons and plasma weapons are also common for this type of military unit. The unit uses an anti-grav system to raise it up to ten feet off the ground. Once in the air, special cone-shaped thrusters move the flyer up to 900 miles an hour and as high as three miles up in atmosphere.

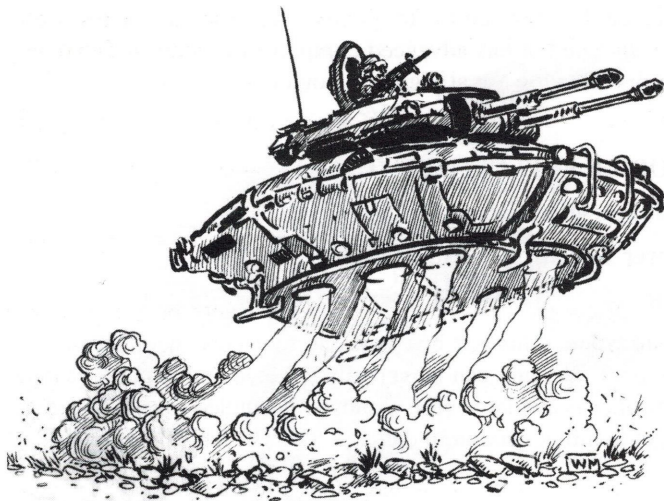
PLASMA TANK

Armor: The unit takes 600 hit points in damage before losing control and communication systems.

Damage: Uses a plasma artillery piece as well as two rail gun systems.

Power System: Broadcast power where available and six atomic energy cells for 24 hours of constant operation.

ICR: 2 **WC:** 8 **Armor Class:** 1



Description: The tank is a three person system with a driver and communication seat, a loader seat, and a targeting and command seat. The tank is ten feet long and seven feet wide, with special power armor plating. The unit uses an anti-grav system to raise it up to ten feet off the ground. Thrusters push it at up to 120 miles per hour over clear terrain. The rail guns have a short range of 1-250 yards, medium of 251-1,000 yards, and long range of 1,001-3,000 yards, and do 100 points of damage.

RAIL CANNON TROOP CARRIER

Armor: The unit takes 350 hit points in damage before losing control and communication systems.

Damage: The rail cannon is fired by the crew of the unit as a support for the troops.

Power System: Broadcast power where available and four atomic energy cells for 24 hours of constant operation.

ICR: 1 **WC:** 8 **Armor Class:** 1

Description: The internal cargo bay of the armored unit holds 10 combat troops in battle armor with their extra gear stowed in under-floor cargo bays. The unit is designed to drive the troops to the center of the action and unload them. A crew of two drives and shoots in the carrier. The unit uses an anti-grav system to raise it up to ten feet off the ground. Thrusters push it at up to 120 miles per hour over clear terrain. The rail cannon has a short range of 1-500 yards, medium of 501-3,000 yards, and long range of 3,001-6,000 yards, and does 200 points of damage.

OTHER EQUIPMENT

3-DAY BACKPACK: This standard pack is designed to provide troopers with everything they need to survive for three days. Often the trooper adds or subtracts things from their personal pack, but this unit is where everyone starts.

- Star-lite Goggles
- Combat Knife (damage: 7) **ICR:** 10 **WC:** 1
- Communication Gear
- Light Cube
- All Weather Sleeping Gear

- Canteen
- Mess Kit
- Fire Starter
- Camouflage Gilly Suit **ICR:** 8
- 30 hit point Medic Kit
- 3-Day Ration Pack
- Slug Projector (Type 1) & 3 Magazines **ICR:** 9 **WC:** 3
- Camouflage Gilly Ground Cloth
- Combat Assist Meds

COLONIZATION WEAPONS & ARMOR CACHE

In the armory set up for the colonization of the planet, it wasn't known what the colonists would have to face when the ship unloaded its systems. A wide variety of nonlethal weapons and devices were stored away for several years of use. In every one of these cache containers there are 1,000 of the units, equipment to repair the units, power systems, and the proper ammunition to fire the weapons many times over.

Aside from the caches themselves, the entire area is filled with security systems to make sure the devices don't get into the wrong hands. As with the hidden cache, only the red band security team leaders have the ability to get into the cache area safely. If the system worked as planned, the Warden would be then above the world ready for off-loading. A security team would open the cache sections. Other security people would prevent the security protection systems from activating in front of each cache. Each cache section can unload from the area and either opened for use on the ship or opened down on the colony world as they were needed.

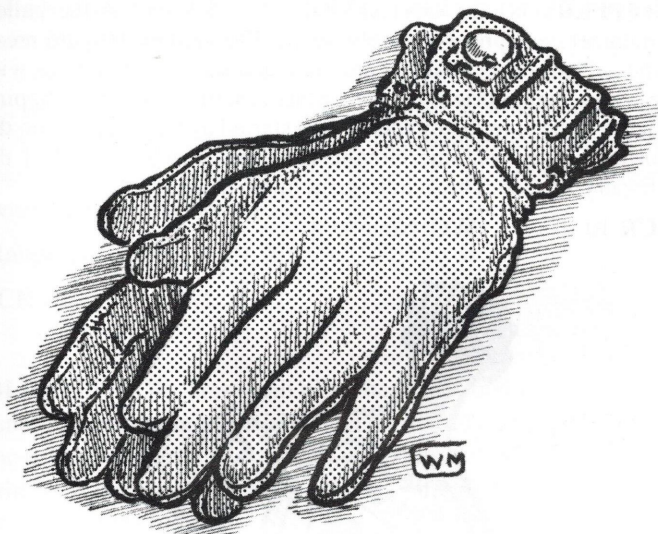
On the Warden at the present time, there is a huge pile of bones in front of the cache door section. Inside the section a band of malfunctioning security bots kill anything that moves in the area. There are at least fifty dead bodies and a band of five of those was only killed yesterday.

NONLETHAL WEAPONS

ANTI-ENERGY SPARKLE DUST: This canister blasts forth a 10 yard area of sparkling dust. The dust stays in the air as long as there is no air movement to push the dust to the ground. Any energy ray or blast that touches the dust is negated instantly. Any unit using a battery has that battery drained of its energy instantly in the field of dust. A canister has two shots of the dust.

ICR: 10

BATTLE GLOVES: The gloves fit over the hands, in a skin-tight fashion and have a number of functions. The gloves do the following:



- The gloves allow the handling of any type of energy without harming the wearer
- The gloves allow the handling of all intensities of radiation, heat at lava states, and poison without danger to a properly protected handler
- The gloves allow the wearer to go into outer space and in the deepest oceans, using a pressure-based force field. Separate thermal and breathing apparatus is required.
- A hydrogen energy cell is used in each glove for 100 hours of constant operation

ICR: 8

BATTLE HELM: The helm fits over the head and seals itself at the shoulders. The helm has a number of functions. The helm does the following:

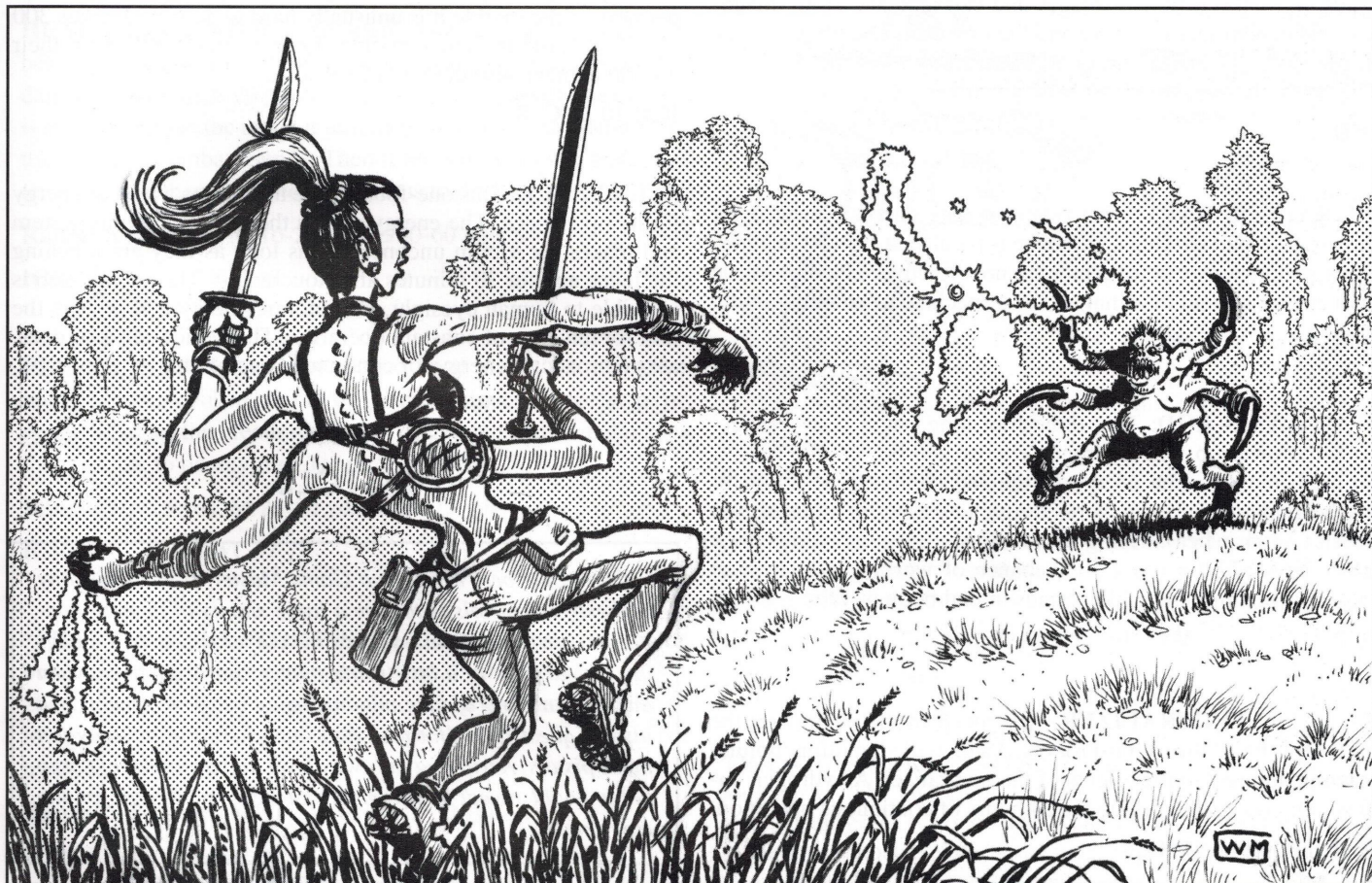
- 60 minute oxygen supply extendable with a body oxygen pack
- Communication gear allowing communication with nearby helms and other commo-gear
- Infra-red and ultra-violet vision settings good for a 50 yard area.
- Gear that prevents blinding the wearer with bright lights of all types.
- Telescopic setting allowing the wearer to see in light up to 10 miles away.
- The helm allows the wearer to go into outer space and in the deepest oceans via a pressure based force field; thermal gear may also be required.
- Three hydrogen energy cells power the unit for 72 continuous hours of operation

ICR: 5

ELECTRIC BOLOS: This is a standard bolo weapon with an energy factor that stuns humanoid-sized living prey when the bolos make a successful strike; its effects on larger creatures are more unpredictable. The prey is unconscious for 30 minutes after the bolos are taken off. A special pair of gloves allows the user to handle the charged bolos. A hydrogen energy cell in each bolo powers the unit for 24 hours of constant operation.

ICR: 4

WC: 5



ELECTRIC NET: The unit is a soft wire net set up in a three-foot to 100-yard section with the wire reaching up to ten feet deep. Special electronic grips attach the sides and bottom of the net to any type of nonliquid surface. The net has two settings: stun and kill. On the kill mode the power blasts the victim for 50 points of damage every combat round. The stun effect inflicts 30 points of nonlethal damage taken against a victim's hit points. The stun effect heals in an hour. The 30 points is applied every 3 seconds. The atomic energy cell powers the net for ten days of operation. A hand controller turns the net on and off.

ICR:9 WC: 8 Armor Class: 5

FLEXING BATON: The unit is a foot long and four inch in diameter rod. When extended, it is three-and-a-half foot long. It's made to block blows from a foe as well as smash into elbows and knees. The unit does 9 points of damage per successful strike.

ICR: 10 WC: 3

FORCE WALL: The unit is a five-foot by two-foot thick sheet of solar powered material. After activation, the wall fills an area with energy that cannot be destroyed or passed through with any but nuclear force. The wall can rise up to 20 feet and fill a space up to 30 yards long. Once the control settings have been met, the unit operates from verbal orders.

ICR: 2 Armor Class: 1

HOLOGRAPHIC PROJECTOR: The unit is able to take a 3D image and project it into an area to fool the enemy. The 3D image is supposed to attract the fire of enemy weapons. The projector holds up to 100 different images and can take and store images and make them seem to move and fire or attack. The projector can throw these 3D images up to 50 yards away from the projector. The unit only uses broadcast energy sources.

ICR: 2

***PARALYSIS DART:** This two foot long dart is balanced for throwing. When striking a victim he is paralyzed for 120 seconds. Darts striking any type of armor are not effective. The dart has its own energy system that charges off a special dart charging unit.

ICR: 9 WC: 6

***PARALYSIS ROD:** This three foot long baton takes 30 seconds to power up. The hydrogen energy cell powers the rod for 30 total minutes. The energy of the rod paralyzes a victim for 120 seconds. The energy works through all types of clothing, but doesn't work when striking armor of any type including thick furs. The unit only has a 50% chance of working per strike at victims weighting over 300 pounds in real body weight.

ICR: 9 WC: 3

ROBOTIC NEUTRALIZER: At a touch of the neutralizer the unit stops the action of most robots. A self-willed, malfunctioning robot is immune to the effects of the neutralizer. A hydrogen energy cell powers the device for 24 hours of continuous operation.

ICR: 1 WC: 8

SLIPPERY GEL CONTAINER: This clear gel in the gallon container can spread invisibly over a 100 yard by 50-yard area.. The gel surface is totally frictionless and no being or device with legs can stand upright on the surface. Inertia forces the slipping victim to head in the direction they started as they stepped on the surface. They continue moving until they reach the end of the slippery surface. The gel dries out in ten hours.

ICR:10

WC: None



SLIPPERY MARBLES: In an unusually strongly made nonripping bag is a cluster of ten slippery marbles. The concept is to throw the marbles in an area to have walkers slip and fall when placing weight on a marble. Because of the nature of the slipperiness of the marble it is unusually hard to destroy. It takes 300 points of force to ruin a marble. Energy strikes inflicting their normal damage also destroy marbles.

ICR:10 WC: 8

STUN FENCE: This one-foot square unit forms a web of energy filling up a space. The energy strikes the central nervous system and makes the victim unconscious as long as they are touching the fence and for 30 minutes after touching it. The energy web is invisible to human eyesight. One atomic energy cell powers the unit for ten days of constant operation. The device can also operate on broadcast energy for continuous operation.

ICR: 4

WC: 4

PISTOLS

One of the best ways for a Game Master to introduce any of these new pistols is to give a large supply of them to non-player characters to use against the player characters. Imagine the surprise of a bow using player character tribe when they face a band of nine mutants using bean bag pistols. An instant quest could form to find out where the mutants got those pistols. A trip to a far away level and a warren of cargo holds could reveal some important new knowledge for the characters.

BEAN BAG PISTOL: This is a two-barreled weapon firing two specially prepared bean bag rounds. Each round inflicts 35 points of stunning damage against a victim. When the stunning damage exceeds the hit points of the victim, he goes unconscious for 3d6 minutes. The stun damage lasts for 120 minutes after the victim takes the hit. The weapon has a special air pump to push condensed air into each barrel. The weapon is silent.

Range: S/1-35 yds. M/36-50 yds. L/51-75 yds.

ICR: 3 **WC:** 5

BLIND PISTOL: This small pistol has a ten-round energy magazine. The missile is a specially created dust of manganese. When the pellet explodes it flashes with a blinding light that blinds those who view the explosion for 60 seconds. All victims within 40 feet of the blast are blinded.

Range: S/1-10 yds. M/11-20 yds. L/21-40 yds.

ICR: 8 **WC:** 6

EMP PISTOL: The small hand unit fires an electro magnetic pulse. This pulse deadens the power in any and all battery using units; but not units using broadcast energy. Each pulse has a 75% chance of success on any given power system. The hydrogen energy cell of the pistol is good for five shots.

Range: S/1-5 yds. M/6-15 yds. L/16-35 yds.

ICR: 3 **WC:** 8

HEAT DART PISTOL: The small hand unit fires a dart that heats up to molten levels as it moves through the air. When the dart strikes it inflicts 20 points of damage. Then as long as the dart is still attached to the target it inflicts 40 points of heat damage for the next five combat rounds. Then it turns to dust. The pistol has ten shots and then the pistol itself turns to dust.

Range: S/5-15 yds. M/16-29 yds. L/30-60 yds.

ICR: 3 **WC:** 6

PEPPER PISTOL: An oval shaped hand pistol; the magazine holds 20 marble-sized pepper balls and explodes on contact. The pepper invades the breathing system of a living victim and makes them unable to do anything for three minutes.

Range: S/1-25 yds. M/26-50 yds. L/51-75 yds.

ICR: 8 **WC:** 7

***PROTEIN DISRUPTOR PISTOL:** The unit works on protein, but is heavily influenced by what is worn. Full penetration inflicts 20d6 in damage, ½ penetration inflicts 15d6 in damage, and shallow penetration inflicts 5d6 in damage. It can fire 5 rounds per hydrogen cell.

Range: S/1-10 yds. M/11-24 yds. L/25-50 yds

ICR: 3 **WC:** 8

RADIANT PLANT DESTROYER PISTOL: The large hand weapon is designed to spray energy waves that destroy plant fiber at a touch. The two hydrogen energy cells power the weapon for nine waves of killing energy. The wave strikes a four yard diameter circle with killing energy, doing 35 points only to plant matter.

Range: S/1-30 yds. M/31-41 yds. L/42-50 yds.

ICR: 4 **WC:** 7

SONIC PISTOL: This cone-barreled device emits a blast of sonic waves. All flesh touched by the energy wave vibrates in damage. The weapon strike doesn't inflict damage to armors or shields. Flesh takes damage according to how far away the victim stands from the pistol. The pistol has 9 shots on two hydrogen energy cells.

Ranges: S/1-10 yds for 35 points of damage

M/11-24 yds. for 20 points of damage

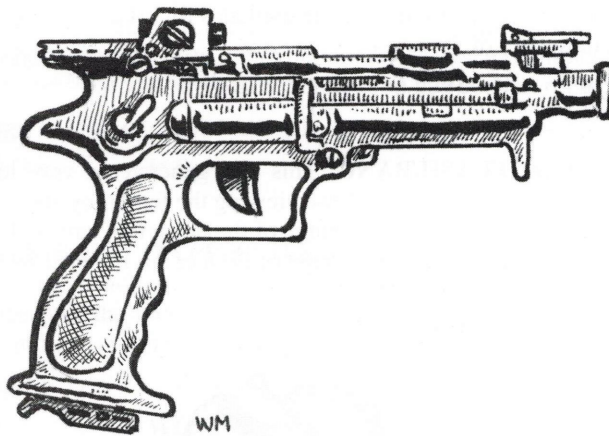
L/25-40 yds. for 10 points of damage

ICR: 2 **WC:** 6

STUN PISTOL: An energy weapon, it fires a maximum of ten energy strikes from a standard hydrogen energy cell. The weapon has a 75% chance of working on a victim no matter what their body weight. When the energy field strikes metal armor, the energy bounces and totally misses the victim with the chance to hit other targets.

Range: S/1-15 yds. M/16-24 yds. L/25-50 yds.

ICR: 7 **WC:** 7



TAGGING PISTOL: The small pistol is designed to fire a small tagging dart that places a tagging unit under the skin of the struck prey. The tag functions up to 1,000 miles away from the detector. The magazine holds 50 of these tags. The pistol uses compressed air to fire the dart.

Range: S/1-40 yds. M/41-75 yds. L/76-150 yds.

ICR: 8 **WC:** 7

TRANQUIL DART PISTOL: The pistol shape has a two-foot long barrel. The unit can fire three darts a combat round. There are two different types of darts. The chemical dart acts like an intensity 10 poison with a sleeping effect. The other dart fires

20 points of stun energy into a body. In a 60 minute period if the stunning energy equals or exceeds a victim's hit points they go unconscious for 30 minutes. The pistol magazine holds ten of either type of dart.

Range: S/1-40 yds. M/41- 60 yds. L/61-100 yds.

ICR:5

WC:4

GRENADES

GRENADE, BLIND: The grenade explodes and for 5 combat rounds it generates a blinding light. Those accidentally looking at the blast are blind for ten minutes and unable to see anything. That doesn't mean they can't fight or react to their environment, but they are doing this blind.

ICR: 10

WC: 8

GRENADE, EMP: The grenade explodes with a focused blast of EMP energy. The unit is designed to send out the blast in a cone. The cone is two foot wide at the exploding device and it travels out thirty yards. At the end of the blast the cone has expanded to forty feet. The blast drains the power out of all types of energy cells. It also blows fuses so that broadcast energy devices fail to function. There is no avoidance roll for this action. However, all military equipment, from weapons to powered suits to vehicles, are shielded from these blasts and never affected.

ICR: 5

WC: 8

GRENADE, EXPLOSIVE: There are many types of these explosive devices. The standard one explodes for 40 points of damage in a sphere of 30 yards.

ICR: 8

WC: 6

GRENADE, FLASH/BANG: This unit generates a very loud noise and a bright light. For those viewing the light they are blind for 120 seconds. For those in range of the noise they are deaf for 240 seconds. Those within a range of 20 feet are affected by the action of the grenade.

ICR: 8

WC: 4



GRENADE, FRAGMENTATION: The fragmentation grenade blasts forth with a mass of metal fragments going twice the speed of sound. Fragments travel up to 50 yards from the blast. There is a 65% chance that those within the blast radius take 30 points of damage from metal bits. Victims with an armor class of 3 or less take no damage from fragmentation strikes.

ICR: 9

WC: 7

GRENADE, MANGANESE: When this device explodes it sends burning fragments in all directions. These fragments are special in that they cannot be put out by water and must be smothered or they continue to burn for 120 seconds. Fragments travel up to 15 yards away from the blast. There is an 80% chance that those within the blast radius take 10 points of heat damage in every combat round until the flames are put out naturally.

ICR: 4

WC: Not applicable

GRENADE, PEPPER: The device spreads a ten-yard diameter sphere of thick pepper gas. Those breathing in the gas are incapacitated for three combat rounds.

ICR: 7

WC: 8

GRENADE, SLEEP GAS: This device spreads a ten yard diameter sphere of thick gas. Those breathing in the gas and failing an avoidance roll fall into an uncontrolled sleep for 30 minutes. Characters get to roll 3d6 dice to match or exceed their constitution to avoid the effects of the gas.

ICR: 6

WC: 8

GRENADE, SLIPPERY: This unit splashes a film of oil on a thirty yard diameter circle on the surface where it explodes. For ten minutes, no character touching that surface with a step can remain on their feet. They slip and fall and as long as they are in the radius of the oil they cannot regain their footing. The oil dries after ten minutes and is no longer slippery.

ICR: 7

WC: 8

GRENADE, RED-GREEN-BLACK SMOKE: Ten seconds after activating, this grenade begins emitting a thick colored smoke. If left on the ground, the special nozzle spins the grenade so that a thick tower of smoke rises into the air. The smoke stays in the air for 60 minutes unless there is air movement that shoves the smoke aside. The smoke is warm enough and thick enough to stop infra-red and motion detectors from functioning properly. There is enough gas to flow for three minutes from the grenade.

ICR:10

WC: 8

GRENADE, SONIC: This device ignores all armor classes. If there is flesh in the area, the sonics of the device cause damage. In a 30-yard diameter sphere of effect the sonics inflict 35 points of damage to all flesh. The blast lasts two combat rounds.

ICR: 3

WC: 8

GRENADE, STICKY MIST: A nonlethal attack, when the device explodes it creates a sticky field of mist. All things in that mist become stuck to each other. Arms and legs stick to the floor and the body of the victim. Wheels stop working and stick to the ground. Internal moving parts stop as they stick to each other. The mist is a 30-yard diameter sphere and stays in the air for 30 minutes or when wind currents move the mist.

ICR: 3 WC: 8

GRENADE, STUN: When the device explodes; all creatures not covered completely in armor are stunned for 30 minutes. There is a 30-yard diameter sphere for effect.

ICR: 2 WC: 8

GRENADE, TEAR GAS: This unit creates a 50-yard sphere of gas. When the gas touches the eyes or is breathed into the body it generates nausea. The victim can do nothing but choke and feel ill. The effect lasts for 10 minutes after breathing the gas or all the time the characters are in the gas.

ICR: 9 WC: 8

LETHAL WEAPONS

BLAST PROJECTOR: This is a short range kinetic weapon that fires an area pattern of destruction. More damage is done at short range than medium range and less damage is done at the longest range. The magazine holds 9 shots.

Range: S/1-30 yds. M/31-60 yds. L/ 61- 90 yds.

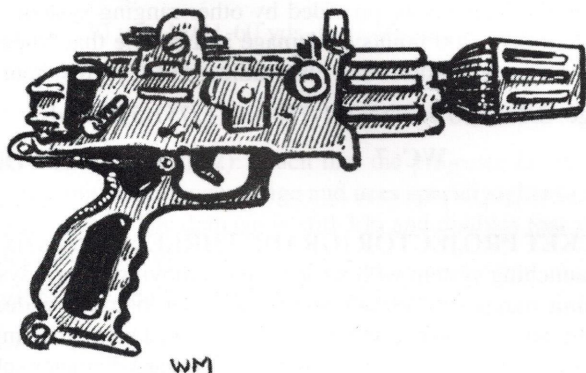
Damage: S/75 points, M/50 points, L/25 points

ICR: 9 WC: 3

CALTROPS: A cluster of 100 caltrops are packaged in each container. Each caltrop is a three-inch tall, razor sharp triangle of tungsten. They are spread out in a space and cause problems for the feet or paws of victims walking over them. Each one inflicts 10 points of damage when impacting a limb.

ICR: 10 WC: 1

LASER PISTOL (TYPE 1): This is the standard pistol using a single hydrogen energy cell. Each energy blast inflicts 7d6 points of heat damage. The cell powers the unit for eight shots.



Range: S/1-20 yds. M/21-45 yds. L/46-150 yds.

ICR: 4 WC: 6

LASER RIFLE (TYPE 1): This weapon is as the pistol with a longer range. It inflicts the same 7d6 in damage. The hydrogen energy cell fires the weapon for four blasts.

Range: S/1-60 yds. M/61-150 yds. L/151-300 yds.

ICR: 4 WC: 7

***LASER PISTOL (TYPE 2):** This is much like the type 1 laser pistol, but it fires a much larger energy blast. The weapon uses two hydrogen energy cells to fire 9 blasts. The energy inflicts 10d6 in damage. Special aiming sights make it unusually accurate at all ranges.

Range: S/1-50 yds. M/51-90 yds. L/ 91-400 yds.

ICR: 3 WC: 5

LASER RIFLE (TYPE 2): Much like the pistol of the same type, this unit has a longer range and uses special sights to strike the target better. The damage is still 10d6. The two hydrogen energy cells fire the weapon for seven blasts.

Range: S/1- 150 yds. M/151-300 yds. L/301-1,000 yds.

ICR: 2 WC: 6

LASER PISTOL (TYPE 3): This hand unit is designed to fire more munitions in a combat round than type 1 or type 2. The weapon uses two hydrogen energy cells to fire ten blasts. The special sights allow for fire in darkness and eliminates the diminished targeting from a moving target. The weapon inflicts 25 points per blast and two blasts can be fired in a combat round.

Range: S/1-50 yds. M/51-100 yds. L/101-150 yds.

ICR: 3 WC: 6

LASER RIFLE (TYPE 3): This weapon is a longer range version of the hand unit. The three hydrogen energy cells allow for 16 blasts of the unit. It fires two blasts per combat round. The blast inflicts 35 points of damage.

Range: S/1-75 yds. M/76-150 yds. L/151-250 yds.

ICR: 3 WC: 7

LASER PISTOL (TYPE 4): This hand unit fires a massive short range blast for 50 points of damage. The three hydrogen energy cells allow for 9 blasts.

Range: S/1-20 yds. M/21-50 yds. L/51-70 yds.

ICR: 4 WC: 8

LASER RIFLE (TYPE 4): The long version of this laser weapon has an electronic aiming unit powered for 90 hours with a hydrogen energy cell. The aiming unit allows for firing in darkness and negates the diminished effects of a moving target. The blast inflicts 65 points of damage per successful strike. The rifle uses three hydrogen energy cells for 6 blasts.

Range: S1-40 yds. M/41-60 yds. L/61-2000 yds.

ICR: 4 **WC:** 8

MINE, CLAYMORE: This unit is stuck onto a surface and explodes when any movement within 20 yards happens by the explosive. The device blasts out in a cone two feet by the mine and 20 yards wide and long from the mine. The mine inflicts 9d6 in damage.

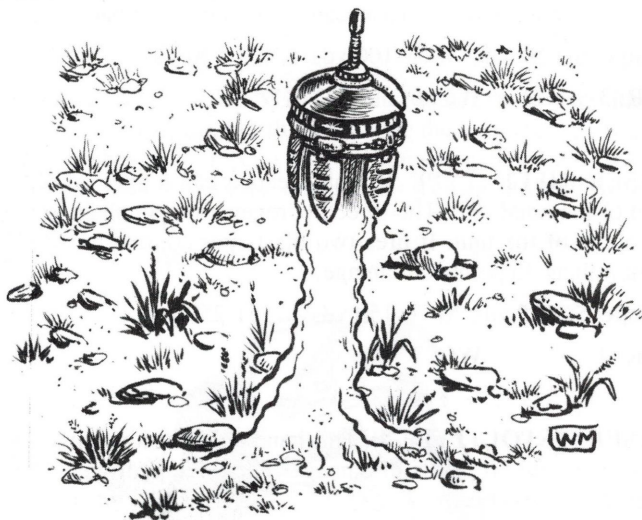
ICR: 9 **WC:** 7

MINE, CLAYMORE (FREEZE VERSION): The unit is stuck to a surface and explodes when any movement within 30 yards happens. The unit fires a blast of damaging cold that inflicts damage and serves to shut down functioning devices of all types. The device blasts out in a cone two feet by 40 yards wide and long from the mine. The damage done is 50 points and shuts down all types of energy devices.

ICR: 8 **WC:** 7

MINE, CLAYMORE (HOVER VERSION): This unit uses anti-gravity systems to float in an area. Each unit has a dedicated hand control unit. The hand controller sets the parameters for when the claymore explodes. These settings can be set for a type of being passing by or any movement or any vehicle type. The claymore moves to the target and explodes for 50 points of damage in a 30 yard sphere. Three hydrogen energy cells power the unit for 30 days of constant operation. Some units can use broadcast energy for powering the unit continually.

ICR: 7 **WC:** 7



MINE, HOPPER: The unit is hidden just under the surface of the ground and ten sets of pressure wires are extended out ten yards from the unit. When something steps on the wire and the victim has a specified weight, the hopper bomb launches ten yards into the air. It explodes and creates a 40 yard in diameter sphere of damage. A special hand unit can turn off the hopper. The damage done is 100 points of concussion damage.

ICR: 4 **WC:** 6

MINE, LAND: The unit is hidden just under the surface. It has two settings and goes off if any victim steps on the mine or, on the second setting, explodes only when heavy vehicles ride over the mine. The mine inflicts 75 points of damage to anyone within 5 yards of the mine.

ICR: 4 **WC:** 7

NANO-CUTTER, CLAYMORE: This is a one foot square device. It has the ability to be set up to explode in many different conditions. Orders could include:

Explode when humans come within 50 yards.

Explode when any vehicle comes within 30 yards.

Explode in the dark when any moving object comes within 40 yards.

The unit sends out nanos that cut anything for 40 points of damage in the first melee round and 80 points of damage in the second melee round.

ICR: 8 **WC:** 5

PANTA STICKS: Panta sticks are a pair of three feet long rods. The head of the weapons hold intensity 14 contact poison. Gloves are worn with the sticks. Each successful strike of the sticks delivers the deadly poison to the flesh of the victim.

ICR: 10 **WC:** 2

RAZOR WIRE: This comes in 100 yard rolls with a set of shin guards and metallic gloves. The wire is so sharp it inflicts 20 points of damage when contacting flesh.

ICR: 10 **WC:** 1

ROCKET PROJECTOR (GRADE ONE): This unit is a one time fire-and-forget missile launcher. The projector sends out a laser aiming beam and clicks on a target. The missile is fired and guides itself to the target and explodes through any type of armor for 90 points of damage. The blast radius is a two yard sphere.

Range: S/25-100 yds. M/101-300 yds. L/301-600 yds.

ICR: 3 **WC:** 7

ROCKET PROJECTOR (GRADE TWO): This unit is a reloadable weapon designed to fire missiles; one every other combat round. The missile responds to any laser guiding system either on the launcher or provided by other ranging systems. The missile inflicts 200 points of damage and double that when first striking a metal surface. The blast radius is a 10 yard sphere.

Range: S/25- 200 yds. M/201-750 yds. L/751-5,000 yds.

ICR: 3 **WC:** 7

ROCKET PROJECTOR (GRADE THREE): This is a six missile launching system with a tripod and a moving launch system. The unit stands six foot tall, and is nine foot long and wide. The aiming device targets a victim and launches. The missile inflicts 500 points of damage to everything in a 50 yard diameter sphere.

Special plasma units punch through armor and make all targets have an armor class of 6.

Range; S/25-200 yds. M/201-750 yds. L/751-5,000 yds.

ICR: 3 WC: 7

ROCKET PROJECTOR (GRADE FOUR): The unit fires a fusion weapon. It inflicts 1,000 points of damage to everything in a 5 mile diameter sphere. It reduces all armor classes to 7.

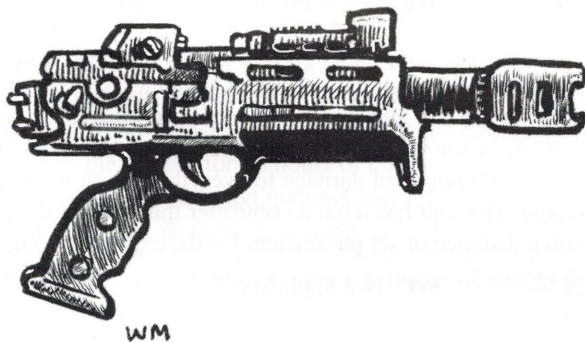
Range: S/25-1,000 yds. M/1-25 miles L/26-150 miles

ICR: 1 WC: Special

***SLUG PROJECTOR (TYPE 1):** This is the standard five shot revolver. It has an easy interchange barrel of five low yield kinetic rounds. The power system is internal. The rubber round inflicts 2d6 in subduing damage.

Range: S/1-10 yds. M/11-25 yds. L/26-50 yds

ICR: 9 WC: 3



***SLUG RIFLE (TYPE 1):** The unit is as the projector with a longer range. The rubber round it fires inflicts the same 2d6 in subduing damage.

Range: S/1-20 yds. M/21-50 yds. L/51-75 yds.

ICR: 9 WC: 3

SLUG PROJECTOR (TYPE 2): This is much like the type 1 slug projector, but it fires a much larger round of ammunition. It's still five shots and uses a barrel of five higher yield kinetic rounds. The power system is internal. The round inflicts 3d6 in damage and doubles that versus armor classes of 6 or higher.

Range: S/1-30 yds. M/31-60 yds. L/61-90 yds.

ICR: 8 WC: 4

SLUG RIFLE (TYPE 2): Much like the projector of the same type, this unit has a longer range and uses special sights to strike the target better. The damage is still 3d6 and doubles that versus armor classes of 6 or higher.

Range: S/1-30 yds. M/31-60 yds. L/61-90 yds.

ICR: 7 WC: 5

SLUG PROJECTOR (TYPE 3): This hand unit is designed to fire more munitions in a combat round than a type 2. The magazine holds 10 shots. The damage is 5d6 per successful shot and the projector fires two shots per combat round.

Range: S/1-50 yds. M/51-100 yds. L/101-150 yds.

ICR: 7 WC: 5

SLUG RIFLE (TYPE 3): This unit is a longer range version of the hand unit. The magazine holds 20 shots. The damage is still 5d6 but it inflicts double damage versus 5 or higher armor.

Range: S/1-75 yds. M/76-150 yds. L/151-250 yds.

ICR: 6 WC: 6

SLUG PROJECTOR (TYPE 4): This hand projector fires a massive kinetic round. The magazine holds five shots. The damage is 40 points per successful strike. That damage is doubled with armor classes of 3 or higher.

Range: S/1-30 yds. M/31-60 yds. L/61-90 yds.

ICR: 5 WC: 7

SLUG RIFLE (TYPE 4): The long version of this projector has an electronic aiming unit powered for 90 hours with a hydrogen energy cell. The ammunition inflicts 45 points of damage per successful strike, but there is no doubling of damage. The magazine holds 9 rounds.

Range: S/1-100 yds. M/101-250 yds. L/251-3,000 yds.

ICR: 4 WC: 7

VIBRO-AXE: This is a double bladed axe with a four-foot long handle. It's powered with a hydrogen energy cell for 72 hours of continuous operation. It's designed for chopping into objects and especially wood. For wood the vibration effect inflicts 90 points of damage. For metals and other hard objects the vibration effect inflicts 45 points of damage. For living flesh the axe is purposely designed to not inflict vibration damage and the bludgeoning effect inflicts 9 points of damage.

ICR: 7 WC: 2

VIBRO-COMBAT KNIFE: The vibration effect is specifically designed to cut into living flesh. The vibro-knife inflicts 25 points of damage to flesh. The knife inflicts 15 points to other types of targets. The hydrogen energy cell operates the knife for 90 hours of constant operation.

ICR: 7 WC: 4

VIBRO-MACHETE: The vibration effect is designed to cut through all types of vegetation. The vibration effect inflicts 50 points to vegetation. It inflicts 35 points to softer targets and 10 points to hard targets like metal walls.

ICR: 8 WC: 4

LETHAL EQUIPMENT

ELECTRO PASTE: This is a five-pound tube of clear gel. Once the gel is applied to a surface it begins collecting electricity. Use the following chart for damage:

1-12 hours	5 points of electrical damage
13-24 hours	10 points
25-48 hours	25 points
49-72 hours	50 points
73-100 hours	75 points
101 + hours	100 points

The paste turns to powder after blasting a touching victim with the electrical energy. Untouched, the paste lasts 100 days before turning to dust.

ICR: 9 **WC:** None

ENERGY ARMOR SHIELD: The twenty-pound circular device generates a force shield ten feet in diameter. The shield takes 1,000 points of energy damage and 500 points of kinetic damage before shutting down. The atomic energy cell operates the device for 72 hours of continuous operation. In operation the shield blocks regular sight from seeing beyond or behind it.

ICR: 3 **Armor Class:** 2



In METAMORPHOSIS ALPHA a great deal of fun is had in the characters trying to figure out any type of technology. In most cases the Game Master is dealing with characters coming from a primitive society or advanced characters who have lost some of their memory.

In the case of figuring out explosives, even a successful experience should result in a loud explosion.

EXPLOSIVE C4: A 1 pound square of plastic clay can be easily shaped to fit the needed situation. A blasting cap, controlled by a hand unit sets off the C4. The explosion inflicts 100 points of damage in a 10 foot diameter. Although it can be shaped into a sphere and thrown as a weapon, the complications of igniting it with a hand controller make it a very ineffective grenade.

ICR: 9 **WC:** 1

EXPLOSIVE D4: This is a foam dispensed from a spray can. There are five applications of the foam. Each application covers a one-foot square area. The applicator acts as a controlling device and the D4 can be set to ignite in a time period from 60 seconds to 72 hours. The explosion inflicts 500 points of damage. It serves to puncture a hole in all but duralloy.

ICR: 7 **WC:** Not applicable

EXPLOSIVE E4: This is a liquid explosive that ignites 60 minutes after being exposed to the air. Moisture delays the explosion to when the explosive dries. It blasts for 90 points of damage per square inch of E4.

ICR: 5 **WC:** Not applicable

EXPLOSIVE F4: This is a 12-inch diameter sphere. It's designed to split in half and stick to any nonliquid surface. It sets off a fusion explosion that generates a one-mile in diameter sphere inflicting 1,000 points of damage to everything within the sphere of damage. The unit has a hand controller that can set the device off from a distance or set parameters for the explosion to happen.

ICR: 3 **WC:** Not applicable

FLAME GEL THROWER: The unit comes with a tank of gel, an air compression throwing device, and a special igniter fluid. A thrower like this one fires 24 blasts of gel as far as 20 yards. The gel ignites and inflicting 50 points of flame damage in the first combat round and 25 more points of heat damage for the next 10 combat rounds.

ICR: 3 **WC:** 6

GRADE ONE LIGHT BATTLE ARMOR: The armor is light and completely covers a body from the top of the head to the bottom of the feet. There are many systems in the armor powered by broadcast energy. Two hydrogen energy cells power the armor for 24 hours of constant operation. The suit does the following:

- Generates an invisibility environment creating nondetection from infra-red and normal visual spectrums.
- The armor generates protection from up to 490 degrees F of heat and -100 degrees of cold.
- The armor protects against all types of slug projectiles from type 1 or 2 projectors.
- The armor doubles the strength and speed of the wearer

ICR: 2 **WC:** depends on attached systems

Armor Class: 3

GRADE TWO MEDIUM BATTLE ARMOR: This armor is designed to protect the wearer in heavy battle situations. It is powered by broadcast energy or two atomic energy cells. The cells power the system for 72 hours of continuous operation. The wearer gets into the unit and the unit stands 10 feet tall and six feet wide. The suit does the following:

- Generates an invisibility environment creating nondetection from infra-red and normal visual spectrums.
- The armor generates protection from up to 490 degrees F of heat and allows for outer space operation.
- The armor protects against all types of slug 1 - 4 projectiles.
- The armor quadruples the strength and speed of the wearer
- The unit is usually loaded with the heaviest of weapon systems.
- A punch from the fist inflicts 50 points of structural damage
- Radar sensors allow detection up to 3 miles away

ICR:2 **WC:** depends on attached systems

Armor Class: 2

GRADE THREE HEAVY BATTLE ARMOR: This armor is designed to protect the wearer in most severe battle situations. It is powered by broadcast energy or two atomic energy cells. The cells power the system for 48 hours of continuous operation. The wearer gets into the unit and the unit stands 15 feet tall and eight feet wide. The suit does the following:

- Generates a force field that takes 100 points of energy damage before collapsing.
- The armor generates protection from up to 490 degrees F of heat and allows for outer space operation.
- The armor protects against all types of slug 1 - 4 projectiles.
- The armor quadruples the strength and speed of the wearer
- The unit is usually loaded with two missile packs firing a total of 20 missiles.
- A punch from the fist inflicts 50 points of structural damage
- Radar sensors allow detection up to 20 miles away

ICR:1 **WC:** 8 **Armor Class:** 1

GRADE FOUR RADIATION BATTLE ARMOR: The armor is skin tight and uses solar energy to power up. Two hydrogen energy cells power the unit for 72 continuous hours. The unit has the following systems:

- The armor protections the wearer versus all types of radiation intensities.
- The armor allows vision in infra-red and ultra-violet spectrums.
- The armor is invisible to visual detection systems

ICR:1 **Armor Class:** 1

HOLOGRAM GENERATION SHIELD: The unit generates a 3D hologram of any object the unit has been programmed to show. In this way a military tank image can hide the form of a human wearing the shield. This effect betters the armor class of the user by two points.

The shield is one foot in diameter and powered by two hydrogen energy cells for 72 hours of constant operation.

ICR: 2 **Armor Class:** Lowers Armor Class by 2

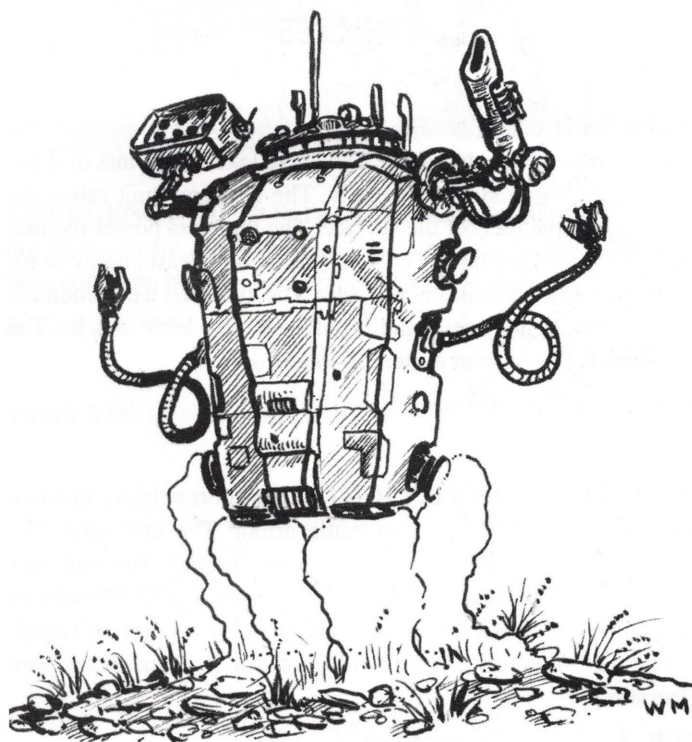
DROIDS

BATTERING DROID: This unit is a two foot sphere with titanium spikes, with 150 points to the structure of the droid. The droid is controlled by a hand unit. The device is made to smash itself against other objects. In a successful strike the droid inflicts 30 points of structural damage. The hand unit controls the droid within sight of the controller. The unit itself only takes damage from physical blows that inflict more than 300 points of damage. Energy attacks inflict normal damage to the droid.

ICR: 3 **WC: 5** **Armor Class: 3**

HOVER ATTACK DROID: A three-foot by six foot rectangle that has a control unit effective up to 30 miles away. The hover droid has 250 structural hit points. The droid can be supplied with two different types of weapons. The atomic energy cell is good for 72 hours of operation. The control unit can set the droid on automatic with several different types of directions. The Droid can rise up to 30 feet and moves up to 30 miles an hour on special anti-gravity pods.

ICR: 3 **Armor Class: 3**



JUMPER EXO-SKELETON: The unit is attached to the legs and doubles the height of the wearer. The grav devices allow the jumper to leap straight up to the height of 250 yards with a slow falling with the grav's operation. The exo-skeleton allows the wearer to run up to 100 miles per hour. There is an atomic energy cell in each leg allowing the operation for 100 continuous hours. The exo-skeleton adds 100 points to the hit points of the wearer.

ICR: 7

PARALYSIS DROID: This is a two-foot tall sphere with 100 structural hit points. The unit has four retracting tentacles that extend 4 yards. A touch of the tentacle sends paralysis energy into a victim. The energy has a 50% chance of stunning the victim for 30 minutes with a touch. The Droid can rise up to 30 feet and moves up to 30 miles an hour on special anti-gravity pods. The unit has an artificial intelligence capable of taking orders from military or security personal who show it the proper arm band.

ICR:1 **WC:** 3 **Armor Class:** 3

STRENGTH EXO-SKELETON: An adult sized wearer gets in the exo-skeleton and their leg and armor strength is increased by a factor of ten. The skeleton adds 150 points to the hit points of the wearer. With the use of the skeleton they can run up to 50 miles an hour in clear areas. They can jump ten times the height they could jump without the skeleton. They can leap down from a 75-yard height without damage to their bodies. The wearer has the ability to punch for 50 points of damage, but the punch is slower than they could deal with their normal fist. Two atomic energy cells power the skeleton for 72 hours of operation.

ICR: 3 **WC:** 3 **Armor Class:** 7

VEHICLES

ARMORED CYCLE: The anti-grav cycle has a side car that carries up to three other crew. The cycle takes 75 points of damage before losing system integrity. The anti-grav unit raises the cycle up to five feet off the surface. The thrusters power the unit up to 250 miles per hour. The unit runs on broadcast energy or for 72 hours on two atomic energy cells. The cycle has a communication system, light system, and is buffered from EMP attacks. The standard A.I. computer system is attached.

ICR: 2 **Armor Class:** 3

ARMORED VEHICLE, LIGHT: A transport vehicle, this unit can carry 30 troopers in full battle armor. The unit takes 100 points of damage before losing system integrity. The unit uses anti-grav systems and its thrusters can power it up to 90 miles an hour. The vehicle uses broadcast energy and when that isn't available a pair of atomic energy cells works for 90 hours of constant operation.

ICR: 5 **Armor Class:** 5

ARMORED VEHICLE, MEDIUM: Using treads this vehicle is designed to carry 15 troops into the middle of combat. The unit takes 300 hit points before losing any systems. The sides are high and made of duralloy to stop most weapon systems. The vehicle runs on treads at maximum speeds of 70 miles per hour. The vehicle uses broadcast energy and when that isn't available a pair of atomic energy cells works for 50 hours of constant operation. The duralloy top can be removed to allow troopers to fire out of the vehicle.

ICR: 4 **Armor Class:** 3

ARMORED VEHICLE, HEAVY: The unit has two plasma rifle systems and its duralloy armor is proof against most forms of artillery. The unit takes 500 hit points before losing any systems. The unit holds ten troops in full battle gear plus a driver and a shooter for the plasma systems. It's a tread driven vehicle. The vehicle uses broadcast energy and when that isn't available a pair of atomic energy cells works for 240 hours of constant operation; it reaches a maximum speed of 50 mph.

ICR: 2 **Armor Class:** 1

FORCE SPHERE: This is the most up to date transportation device made just before the Warden left the solar system. It begins as a four-foot long triangular case using broad cast power systems. Turned on, the unit generates a huge force field sphere. The sphere is designed to hold forty troops in full battle gear and a good amount of extra equipment. The sphere can travel in outer space and to the lowest depths of the ocean. The A.I. controls transport and navigation. The force field takes 2,000 hit points of damage before shutting down. The unit can travel 1,000 miles an hour in atmosphere and triple that in outer space.

ICR:1 **Armor Class:** 1

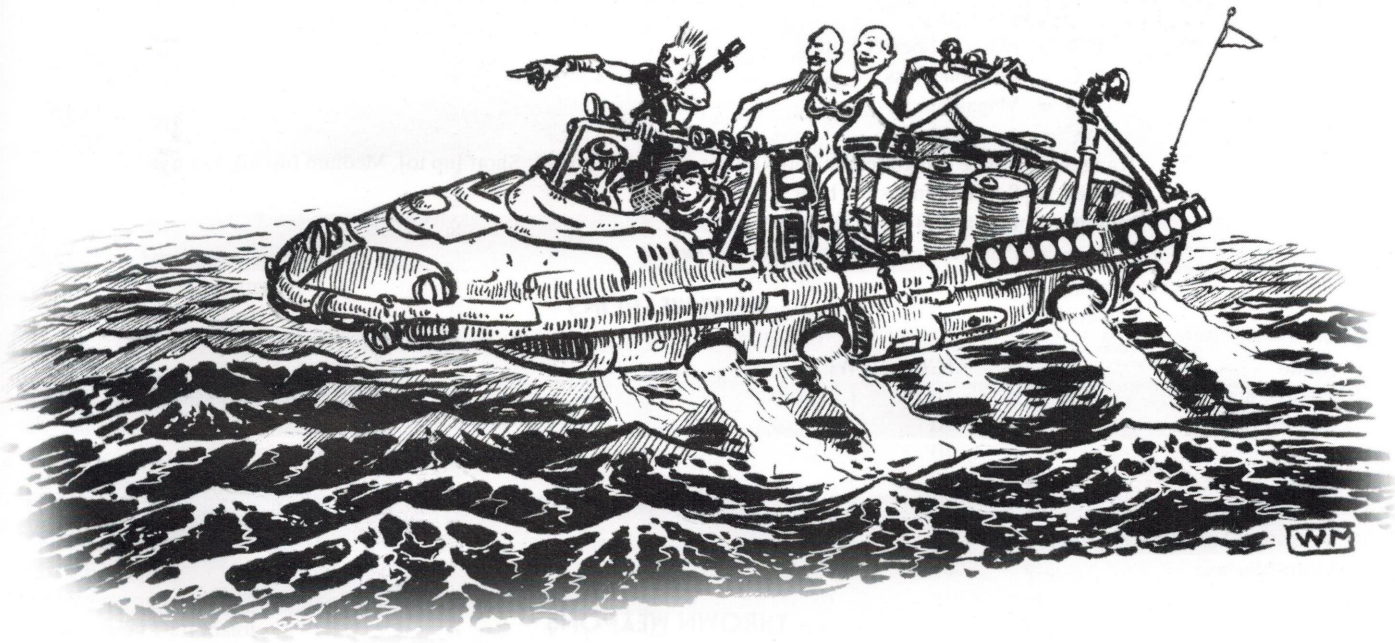
TROOP GRAV SLED: The sled is three feet wide and nine feet long. It takes 200 hit points of damage before shutting down. It can carry up to 10 tons of material. It suspends itself up to four feet high off of any surface including water. The sled has verbal control systems as well as a hand held controller. One atomic energy cell operates the machine for 72 hours. There are special overlays that power the unit using solar energy.

ICR: 4 **Armor Class:** 5

SPECIAL COLONIZATION EQUIPMENT

ALL TERRAIN VEHICLE: Ten feet long and four feet wide, the unit has large balloon tires suitable as paddles if the vehicle floats in the water. It takes 200 points of damage before shutting down. It operates from broadcast power. It travels up to 100 miles per hour. It has four large seats and a large cargo area at the back. The vehicle can be controlled by A.I. or by a single driver.

ICR: 7 **Armor Class:** 6



***BATTERIES, ATOMIC CELL:** This energy cell comes in several different types from circular at seven inches in diameter, to spherical at 9 inches in diameter, to a cube form at five inches.

ICR: 3

***BATTERIES, HYDROGEN CELL:** The grey battery is slim and four inches by two inches. When it is charged it is burgundy in color. An empty batter is grey. It became the standard battery for the communication industry and this growth made it become a device in everyone's home. It is endlessly rechargeable.

ICR: 2

BOAT, 2-MAN COLLAPSIBLE: It begins as a three-foot long cylinder with a 10-inch diameter. Compressed air increases the boat to six feet long and three feet wide. The boat sports a special silk sail and there is an air thruster unit powered by four hydrogen energy cells for ten hours of operation at 10 knots/hour. A single rod with nanos is able to collapse the boat once; down to its original cylinder. The unit takes 30 points of damage before tearing.

ICR: 5 **Armor Class:** 7

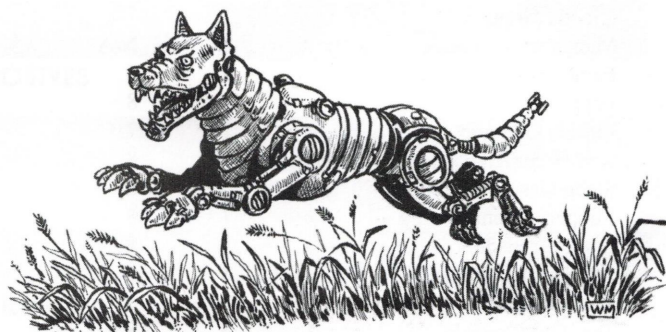
BOAT, 20-MAN COLLAPSIBLE: It starts as a brief case two feet long and wide, and three feet thick. The vessel expands to 19 feet long and ten feet wide. There is an air system that silently propels the vessel at up to 20 knots. One atomic energy cell operates the vessel for 72 constant hours. The unit takes 50 points of damage before tearing.

ICR: 4 **Armor Class:** 5

BOT, DOG: This unit simulates the size and look of an adult German Shepard. The unit is powered for 100 hours of constant operation. The unit bites down for 35 points of damage. The com-

puter brain of the bot fixes on whoever activates it and can follow verbal orders from that person. Perfect for security, the bot has night vision and very sensitive hearing allowing them to be set up to guard an area. The unit takes 125 points of damage before breaking down.

ICR: 2 **WC:** 8 **Armor Class:** 3



EMERGENCY HIP CONTAINER: Matches, Bandages, Healing Nano-cream, Sonic Scalpel, Mirror, Sutures, Pain Medication, compass, hook & fishing line, ten piece utility knife.

ICR: 8 (for sonic scalpel)

MESS KIT: Flatware, cup, serving pan, heater.

THE WARDEN ARMORY INDEX

ICR = Item Complexity Rating
WC = Weapon Class
M = Magazine
AC = Armor Class
Ranges = Range categories (in yards unless otherwise noted); Short [up to], Medium [up to], Long [up to]
Speed = Speed in miles per hour
Damage = Damage in points or dice or effect
Page = Page reference in *The Warden Armory*

MELEE WEAPONS

Name	ICR	WC	Damage	Page
Combat Knife	10	1	7	8
Flexing Baton	10	3	9	10
Panta Sticks	10	2	I 14 Poison	14
Paralysis Rod	9	3	Special	10
Vibro-Axe	7	2	90, 45, or 9	15
Vibro-Combat Knife	7	4	25 or 15	15
Vibro-Machete	8	4	50, 35, or 10	15

THROWN WEAPONS

Name	ICR	WC	Damage	Page
Bio-Heavy Grenade	2	7	Special	2
Blind Grenade	10	8	Special	12
Electronic Bolas	4	5	Special	9
EMP Grenade	5	8	Special	12
Explosive Grenade	8	6	40	12
Flash/Bang Grenade	8	4	Special	12
Fragmentation Grenade	9	7	50 (65% chance)	12
Gamma Grenade	2	7	I 15 Radiation	3
Kinetic Grenade	2	7	75	4
Manganese Grenade	4	N/A	10 per round	12
Paralysis Dart	9	6	Special	10
Pepper Grenade	7	8	Special	12
Plasma Grenade	2	7	40	5
Red-Green-Black Smoke Grenade	10	8	Special	12
Sleep Gas Grenade	6	8	Special	12
Slippery Grenade	7	8	Special	12
Sonic Grenade	3	8	35 to flesh	12
Sticky Mist Grenade	3	8	Special	13
Stun Grenade	2	8	Stun	13
Tear Gas Grenade	9	8	Nausea	13

FIREARMS

Name	ICR	WC	M	Ranges	Damage	Page
Bean Bag Pistol	3	5	2	35/50/75	Special	11
Bio-Heavy Pistol	2	7	4	10/22/50	Special	2
Bio-Heavy Rifle	2	7	2	50/250/1500	Special	2
Bio-Heavy Thrower	2	7	5	50/150/900	Special	2
Blast Projector	9	3	9	30/60/90	S 75/M 50/L 25	13
Blind Pistol	8	6	10	10/20/40	Special	11
EMP Pistol	3	8	5	5/15/35	Special	11
Flame Gel Thrower	3	6	24	20/-/-	50+25 for 10 rounds	16
Gamma Blaster	2	7	9	20/40/75	I 20 Radiation	3
Gamma Revolver	2	7	4	30/50/150	I 15 Radiation	4
Gamma Rifle	2	7	4	100/900/3000	I 13 Radiation	4
Heat Dart Pistol	3	6	10	15/29/60	20+40 for 5 rounds	11
Kinetic Heavy Thrower	2	7	20	20/40/90	50 per blast	4
Kinetic Pistol Thrower	2	7	20	10/19/60	20 per blast	4
Kinetic Rifle Thrower	2	7	10	40/100/2000	30 per blast	4
Laser Pistol (Type 1)	4	6	8	20/45/150	7d6	13
Laser Pistol (Type 2)	3	5	9	50/90/400	10d6	13
Laser Pistol (Type 3)	3	7	10	50/100/150	25	13

Name	ICR	WC	M	Ranges	Damage	Page
Laser Pistol (Type 4)	4	8	9	20/50/70	50	13
Laser Rifle (Type 1)	4	7	4	60/150/300	7d6	13
Laser Rifle (Type 2)	2	6	7	150/300/1000	10d6	13
Laser Rifle (Type 3)	3	7	16	75/150/250	35	13
Laser Rifle (Type 4)	4	8	6	40/60/2000	65	13
Pepper Pistol	8	7	20	25/50/75	Special	11
Plasma Blaster	2	7	5	30/40/55	200	5
Plasma Pistol	2	7	8	30/55/75	85	5
Plasma Rifle	2	7	5	75/350/2000	100	5
Protein Disruptor Pistol	3	8	5	10/24/50	20d6/15d6/5d6	11
Radiant Plant Destroyer	4	7	9	30/41/50	35 (plant only)	11
Slug Projector (Type 1)	9	3	5	10/25/50	2d6 Subdual	15
Slug Projector (Type 2)	8	4	5	30/60/90	3d6/x2 AC>6	15
Slug Projector (Type 3)	7	5	10	50/100/150	5d6	15
Slug Projector (Type 4)	5	7	5	30/60/90	40 or 80 AC>3	15
Slug Rifle (Type 1)	9	3	5	20/50/75	2d6 Subdual	15
Slug Rifle (Type 2)	8	4	5	30/60/90	3d6/x2 AC>6	15
Slug Rifle (Type 3)	6	6	20	75/150/250	5d6/x2 AC>5	15
Slug Rifle (Type 4)	5	7	9	100/250/3000	45	15
Sonic Pistol	2	6	9	10/24/40	S 35/ M 20/L 10	11
Stun Pistol	7	7	10	15/24/50	Special	11
Tagging Pistol	8	7	50	40/75/150	N/A	11
Tranquil Dart Pistol	5	4	10	40/60/100	Special	11

MINES AND TRAPS

Name	ICR	WC	Damage	Page
Claymore Mine	9	7	9d6	14
Claymore Mine (Freeze)	8	7	50/special	14
Claymore Mine (Hover)	7	7	50	14
Claymore Nano-Cutter	8	5	40 then 80	14
Electro Paste	9	N/A	Varies: 5-100	16
Hopper Mine	4	6	100	14
Land Mine	4	7	75	14

EXPLOSIVES

Name	ICR	WC	Damage	Page
C4 Explosive	9	1	100	16
D4 Explosive	7	N/A	500	16
E4 Explosive	5	N/A	90 per inch ²	16
F4 Explosive	3	N/A	1000/1 mile	16

ARTILLERY

Name	ICR	WC	M	Ranges	Damage	Page
Gamma Artillery	2	7	1	250*/3000/35,000	I 10 Radiation	3
Gamma Mortar	2	7	1	150**/1000/25,000	I 15 Radiation	3
Plasma Artillery	2	7	5	300*/5000/20,000	500	4
Plasma Mortar	2	7	1	200**/900/30,000	1000	5
Rocket Projector (One)	3	7	1	100†/300/600	90	14
Rocket Projector (Two)	3	7	1	200†/750/5000	200 or 400	14
Rocket Projector (Three)	3	7	1	200†/750/5000	500/Special	14
Rocket Projector (Four)	1	Special	1	1,000†/25 miles/ 250 miles	1000/Special	15

*Minimum range 100 yards

**Minimum range 50 yards

†Minimum range 25 yards

MISC. NON-LETHAL AND DEFENSIVE EQUIPMENT

Name	ICR	WC	Ranges	Damage	Page
Anti-Energy Sparkle Dust	10	-	10/-/-	Special	8
Battle Gloves	8	-	-	-	8
Battle Helm	5	-	-	-	9
Caltrops	10	1	-	10	13
Camouflage Gilly Suit	8	-	-	-	8

Name	ICR	WC	Ranges	Damage	Page
Electric Net	5	8	-	50 or 30*	10
Holographic Projector	2	-	-	-	10
Razor Wire	10	1	-	20	14
Robotic Neutralizer	1	8	-	Special	10
Slippery Gel	10	N/A	-	Special	10
Slippery Marbles	10	8	Thrown	Special	10

*Nonlethal damage

ARMOR AND SHIELDS

Name	ICR	WC	AC	Page
Energy Armor Shield	3	-	2	16
Force Wall	2	-	1	10
Grade 1 Light Battle Armor	2	Varies	3	16
Grade 2 Medium Battle Armor	2	Varies	2	17
Grade 3 Heavy Battle Armor	1	8	1	17
Grade 4 Radiation Battle Armor	1	-	1	17
Heavy Mobile Attack	1	8	1	6
Hologram Generation Shield	2	-	Subtracts 2	17
Light Mobile Scout Armor	1	7	1	5
Medium Mobile Defense Armor	1	8	1	6
Stun Fence	4	4	-	10

BOTS, DROIDS, AND DRONES

Name	ICR	WC	AC	HP	Damage	Page
Battering Droid	3	5	3	150*	30	17
Dog Bot	2	8	3	125	35	19
Flying Attack Drone	2	7	4	60	500	6
Flying Scout Drone	2	7	4	20	-	6
Flying Security Drone	2	7	4	20	1000	7
Hover Attack Droid	3	Varies	3	250	Varies	17
Mobile Explosive Bot, Black	2	7	1	20	1000	7
Mobile Explosive Bot, Red	2	7	1	20	40	7
Mobile Explosive Bot, White	2	7	1	100	100	7
Paralysis Droid	1	3	3	100	Special	18

*Immune to physical damage of less than 300 points, takes difference

VEHICLES AND EXO-SKELETONS

Name	ICR	WC	AC	HP	Speed	Damage	Page
All Terrain Vehicle	7	-	6	200	100	-	18
Armored Cycle	2	-	3	75	250	-	18
Armored Vehicle, Light	5	-	5	100	90	-	18
Armored Vehicle, Medium	4	-	3	300	70	-	18
Armored Vehicle, Heavy	2	-	1	500	50	-	18
Boat, 2-Man Collapsible	5	-	7	30	10 knots	-	19
Boat, 20-Man Collapsible	4	-	5	50	20 knots	-	19
Force Sphere	1	-	1	2000	1000/3000	-	18
Jumper Exo-Skeleton	7	-	-	+100	100	-	18
Missile Attack Chopper	1	8	3	400	900	Varies	7
Plasma Tank	2	8	1	600	120	500/100	7
Rail Cannon Troop Carrier	1	8	1	350	120	150	8
Strength Exo-Skeleton	3	3	-	+150	50	50	18
Troop Grav Sled	4	-	5	200	33	-	18

NON-COMBAT EQUIPMENT

Name	ICR	Page
Batteries, Atomic Cell	3	19
Batteries, Hydrogen Cell	2	19
Emergency Hip Container	8	19
Mess Kit	-	19
3-Day Backpack	Varies: N/A, 8-10	8